CLAIMS

1. A method of producing an image on a display means corresponding to a font character rotated in a three dimensional environment comprising:

- detecting a request from a user for the display of a character on at a particular orientation;
- obtaining data on the character in terms of defining control points for the drawing of the character in a two dimensional environment;
- rotating the defining control points to the orientation in three dimensional space; and
- translating the points to the two dimensional environment of the display means and redrawing the character.

2. A method of producing an image on a display means corresponding to a font character rotated in a three dimensional environment as claimed in claim 1 wherein said defining character control points include Bezier curve control points for drawing the outline of the character.

3. A method of producing an image on a display means corresponding to a font character rotated in a three dimensional environment as claimed in claim 2 wherein said character is defined including quadratic Bezier control points for curves of the character in the data and these are sub-divided to points suitable for use with a cubic Bezier solution.

4. A method of producing an image on a display means corresponding to a font character rotated in a three dimensional environment as claimed in claim 1 wherein said character is redrawn to an enlarged grid in memory to determine the correct shade of pixels around at least a portion of the perimeter of the character.

5. A method of producing an image on a display means corresponding to a font character rotated in a three dimensional environment as claimed in claim 1 wherein a plurality of said font characters are provided in the form of a page of text and the image produced on the display means corresponds to the page of text rotated to a new orientation in a three dimensional environment.

6. A method of producing an image on a display means corresponding to a font character rotated in a three dimensional environment as claimed in claim 1 wherein said defining character control points are assigned an initial z axis value of zero when the data is supplied on the characters suitable for being drawn in a two dimensional environment and rotated with reference to a point of rotation to alter the z axis value if desired in the new orientation.

7. A method of displaying a page to text on a display means at a new orientation corresponding to movement of the page of text in a three dimensional environment comprising the steps of:

- laying out the text in a two dimensional environment in terms of control points for the drawing of each character;
- rotating all of the control points to the new orientation defined by the three dimensional environment; and

- redrawing the text on the page at the new orientation.

8. A computer readable medium encoded with a computer program to provide a A method of producing an image on a display means corresponding to a font character rotated in a three dimensional environment comprising:

- detecting a request from a user for the display of a character on at a particular orientation;
- obtaining data on the character in terms of defining control points for the drawing of the character in a two dimensional environment;
- rotating the defining control points to the orientation in three dimensional space; and
- translating the points to the two dimensional environment of the display means and redrawing the character.

9. A computer readable medium encoded with a computer program to provide a method of displaying a page to text on a display means at a new orientation corresponding to movement of the page of text in a three dimensional environment comprising the steps of:

- laying out the text in a two dimensional environment in terms of control points for the drawing of each character;
- rotating all of the control points to the new orientation defined by the three dimensional environment; and
- redrawing the text on the page at the new orientation.